THE NESDEV

NES CODING COMPETITION

Multicart Manual

A COMPETITION, YOU SAY?

That's right, a competition, *The NES Coding Competition* at that, where the world's top 6502 programmers await their coveted invitation to the NESDev Tournament… in which they must code, head-to-head for life or death, until only one remains, to be declared *the King of Assembly* by the shadowy NESDev organiz—*wait!*

That's not it at all!

Anyone can join, and it doesn't matter what your game's coded in—as long as it's less than 64 kilobytes and runs on the NES. Plus, aside from some nominal cash prizes, the only thing really at stake is your time!

No hunger for competition or size restraints? Enter the unjudged Category II to join in the fun anyway!

SOUNDS RAD, TELL ME MORE!

Following a bubbling within the community for such an endeavor, Brad Bateman, aka *NESHomebrew,* took the initiative to organize these competitions as a way to rescue as many potential projects from *death by perfection* as possible.

Occuring annually(-ish) since 2011, the NES Coding Competitions have proven to be an excellent venture for new developers to dive into the scene, as well as veterans seeking reprieve from scope expectations their prior accomplishments may have placed upon them.

WHAT ABOUT THE CARTS?

The bulk of entries from the first five competitions were featured alongside numerous other titles on Action 53, a multi volume anthology series started by Damian Yerrick.

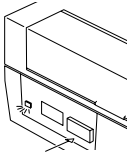
Since the 2019 competition, each year's competition is receiving a dedicated multicart release, still made possible by Yerrick's Action 53 menu.

BASIC CARE

Do not blow into the Game Pak. It is not a harmonica. To fix a blank or scrambled screen, turn the power off and remove and reinsert the Game Pak. If that does not work, clean the edge connector with a fresh cotton swab soaked in isopropyl rubbing alcohol, then allow it to dry fully.

REGION DETECTION

ACTION 53 is equipped with a multi-region CIC (checking integrated circuit) key. If the power light blinks, but the screen is not scrambled, try pressing the **RESET** button until the correct region is found. The selected region is automatically saved, so completing this process should only be needed once.



MAIN TITLE SCREEN

Once the system is successfully turned on, the menu title screen is displayed. From here you can open the multicart menu by pressing **START**, **A**, or waiting for the introductory audio to finish. From most activities, pressing the **RESET** button will return here.

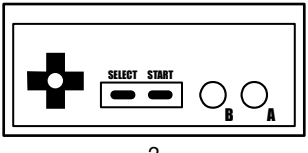
MENU NAVIGATION

The main menu presents several pages of games and other activities. The **NES CODING COMPETITION MULTICARTS** organize their entries in up to three pages: **WINNERS**, featuring the 1st through 5th placed titles from the competition sorted by rank; **RUNNERS-UP** arranged alphabetically; and when applicable, **CATEGORY II** for non-judged entries (also in alphabetical order).

MENU CONTROLS

UP/DOWN: View previous / next activity.

LEFT/RIGHT: View previous / next page.



START: Launch selected activity.

A: View activity's description.

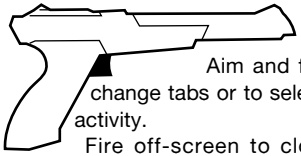
B: Close description.

ALTERNATE INPUT DEVICES

The **ACTION 53** menu can be controlled with the **NES ZAPPER** or, with an appropriate adapter, the **SUPER NES MOUSE**.

USING THE NES ZAPPER

Plug your **ZAPPER** into **PORT 2**.

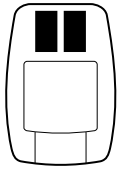


Aim and fire to change tabs or to select an activity.

Fire off-screen to close a description (return to the activity list).

USING A SUPER NES MOUSE

Plug your **MOUSE** into **PORT 1**.

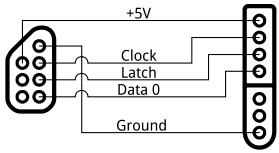


The left mouse button performs as **A**. The right mouse button performs as **B**.

Moving the mouse performs the same as the **CONTROL PAD**.

BUILDING A SUPER NES CONTROLLER PORT ADAPTER

To utilize a **SUPER NES MOUSE** as mentioned above, you will need a Super NES to NES controller port adapter. If you can solder and have a couple of controller extension cables, you can build one of these adapters, as in the diagram shown.



Using an adapter like above, Super NES controllers will work wherever NES controllers work. In activities without specific support, the **B** and **Y** buttons of Super NES controllers will act as an NES controller's **A** and **B** buttons respectively.

Aside from the **ACTION 53** menu, keep an eye out for other homebrew titles that utilize the Super NES mouse or controller.

HEALTH PRECAUTIONS

A small fraction of the population is sensitive to flashing lights and other elements commonly present in video games. If you have had seizures, ask a health care professional before playing video games. To minimize risk, play with the lights on and don't sit too close to the screen.

Playing too long can hurt your eyes and hands. Make sure to take a few minutes' break every hour. If you start to feel sick or sore, stop and rest. If pain persists, see a doctor.

OTHER THINGS TO CONSIDER

Long durations of still images can be permanently burned into the screen. Cathode ray tube (CRT) projection TVs are most affected, plasma TVs and direct view CRT TVs less so. If you are leaving a game on pause for more than a couple of minutes, turn the TV off.

Not all games and activities featured may be designed for PAL systems, which use a 50 Hz field rate instead of 60 Hz. Such activities may be slow, out of tune, or visually unstable.

Problems playing the ROM? When possible, we suggest using the **MESEN** emulator, Need more help? Reach out on the NesDev forums linked below.

The games and activities featured on this multicart were created for a community competition. Some may have received updates following, but each entry on its own may or may not offer complete playing experiences. Bugs, glitches, or other unintended effects may still be present.

WHERE TO LEARN MORE

NESHOMEBREW.ca …to learn more about this, past, and future competitions.

NESDEV.com …to access the NESDev wiki, forums, and other resources.

INFINITENESLIVES.com …to purchase physical copies of this and other excellent titles.

ACTION53.itch.io …to download this collection as well as the Action 53s.

ACKNOWLEDGEMENTS

ACTION 53 MENU PROGRAM
Damian Yerrick..... *pineight.com*
Johnathan Roatch .....*jroatch.xyz*

COMPETITION ORGANIZATION
Brad Bateman..... *neshomebrew.ca*

PHYSICAL PUBLISHING
Infinite NES Lives .. *infiniteneslives.com*

PACKAGING DESIGN
M-Tee Retro Graphics ... *mteegfx.com*

A VERY SPECIAL THANKS

…to all the developers behind the entries on this compilation.

Plus, all proceeds from physical sales fund community efforts, including future competitions. Whether purchasing a physical copy or downloading a digital one, we thank you for your support as well.